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1 [Technique for automatically correcting words in text](#)



Karen Kukich

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: [pdf\(6.23 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems: (1) isolated-word error correction; and (2) context-dependent word correction. In response to the first two problems, n-gram analysis techniques have been developed for detecting strings that do not appear in a given problem, a variety of general and application-specific spelling correction techniques have been developed.

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling language-processing models, neural net classifiers, spell checking, spelling error detection, spelling models, word recognition and correction

2 [Classification and machine learning: Elimination of junk document surrogate candidates through](#)



Eunye Koh, Daniel Caruso, Andruid Kerne, Ricardo Gutierrez-Osuna

August 2007 **Proceedings of the 2007 ACM symposium on Document engineering DocEng**

Publisher: ACM Press

Full text available: [pdf\(638.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

A surrogate is an object that stands for a document and enables navigation to that document. In this paper, we describe a technique for generating textual surrogates, even though studies have shown that image and text surrogates facilitate the understanding of a document. Surrogates may be formed by breaking a document down into a set of smaller elements, each of which is a candidate. While processing these surrogate candidates from an HTML document, relevant information is extracted from each candidate.

Keywords: document surrogate model, mixed initiatives, navigation, pattern recognition, principle component analysis, classifier, semi-autonomous agents, surrogate


3 [WordsEye: an automatic text-to-scene conversion system](#)



Bob Coyne, Richard Sproat

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques SIGGRAPH**

Publisher: ACM Press

Full text available:  [pdf\(4.55 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

Natural language is an easy and effective medium for describing visual ideas and mental image: language-based 3D scene generation systems to let ordinary users quickly create 3D scenes with acquire artistic skills, or even touch a desktop window-oriented interface. WordsEye is such a representative 3D scenes. WordsEye relies on a large database of 3D models and poses to depict

Keywords: HCI, applications, multimedia, scene generation, text-to-scene conversion

4 Expert/novice: Approaches to web search and navigation for older computer novices



Anna Dickinson, Michael J. Smith, John L. Arnott, Alan F. Newell, Robin L. Hill
April 2007

Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM Press

Full text available:  [pdf\(348.76 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [inc](#)

A proof of concept web search and navigation system was developed for older people for whom joint industry/academia team deployed User Sensitive Inclusive Design principles, focusing on the group. The search and navigation system that was developed was significantly preferred by the commercial (Internet Service Provider) system; it scored highly for ease of use and ...

Keywords: accessibility, human factors, interface layering, older people, usability, web browsing


5 Software components using symbolic computation for problem solving environments



Y. N. Lakshman, Bruce Char, Jeremy Johnson
August 1998

Proceedings of the 1998 international symposium on Symbolic and algebraic computation

Publisher: ACM Press

Full text available:  [pdf\(319.23 KB\)](#)



Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Multilingual generation and summarization of job adverts: the TREE project

Harold Somers, Bill Black, Joakim Nivre, Torbjörn Lager, Annarosa Multari, Luca Gilardoni, Jeremy March 1997

Proceedings of the fifth conference on Applied natural language processing

Publisher: Morgan Kaufmann Publishers Inc.

Full text available:  [pdf\(865.00 KB\)](#)  [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

A multilingual Internet-based employment advertisement system is described. Job ads are sub-example-based pattern matcher and stored in language-independent schemas in an object-oriented database in their own language and get customized summaries of the job ads. The query engine techniques, while the generation module integrates canned text, templates, and grammar rules

7 Papers: infrastructure for ubicomp: User interfaces when and where they are needed: an infrastructure



Mark W. Newman, Shahram Izadi, W. Keith Edwards, Jana Z. Sedivy, Trevor F. Smith
October 2002

Proceedings of the 15th annual ACM symposium on User interface software

Publisher: ACM Press

Full text available:  [pdf\(673.34 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

Users in ubiquitous computing environments need to be able to make serendipitous use of resources which they have no prior knowledge. The Speakeasy recombinant computing framework is designed to make resources on a network. In addition to other facilities, the framework provides an infrastructure interfaces can be made available to users on multiple platforms. The framework enables UIs to

Keywords: asynchronous user interfaces, recombinant computing, speakeasy, ubiquitous computing

8 Interactions with shared displays: Individual audio channels with single display groupware: strategy



Meredith Ringel Morris, Dan Morris, Terry Winograd

November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: pdf(906.34 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We introduce a system that allows four users to each receive sound from a private audio channel in order to explore how private audio channels affect a collaborative work environment, we conducted an experiment. The results reveal differences in work strategies when groups are presented with individual versus private audio. Private audio does not impede group communication and may positively impact group dynamics.

Keywords: audio interfaces, multimodal interfaces, single display groupware, single display private

9 Mobile and social games: The gopher game: a social, mobile, locative game with user generated content



Sean Casey, Ben Kirman, Duncan Rowland

June 2007 **Proceedings of the international conference on Advances in computer entertainment technology**

Publisher: ACM Press

Full text available: pdf(4.09 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper introduces 'Gophers', a social game for mobile devices that utilises task oriented game mechanics and social experience. The study combines a number of key research themes: mobile social gaming, acquisition of content sharing in mobile settings. The experience of trialling the game in the real world is discussed and presented.

Keywords: GSM cell phones, context acquisition, locative and mobile gaming, social networking

10 Tagging, finding, and timing: Rethinking the progress bar



Chris Harrison, Brian Amento, Stacey Kuznetsov, Robert Bell

October 2007 **Proceedings of the 20th annual ACM symposium on User interface software technology**

Publisher: ACM Press

Full text available: pdf(727.66 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Progress bars are prevalent in modern user interfaces. Typically, a linear function is employed such that the progress bar is proportional to how much work has been completed. However, numerous factors cause progress perception to be non-linear. Additionally, humans perceive time in a non-linear way. This paper explores the impact of various factors on the perception of process duration. The results are used to suggest several design considerations that can improve progress bar design.

Keywords: duration neglect, human-centric, peak-and-end, progress bar, time perception, user interface

11 Invited talks: How and why Wikipedia works: an interview with Angela Beesley, Elisabeth Eide, and Dirk Riehle



Dirk Riehle

August 2006 **Proceedings of the 2006 international symposium on Wikis WikiSym '06**

Publisher: ACM Press

Full text available: pdf(240.54 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This article presents an interview with Angela Beesley, Elisabeth Bauer, and Kizu Naoko. All three are active contributors to the English, German, and Japanese Wikipedias and related projects. The interview focuses on how they believe it will keep working. The interview was conducted via email in preparation for the 2006 Symposium on Wikis, with the goal of furthering Wikipedia research [1]. Interviewer was Dirk Riehle.

Keywords: CSCW, Wiki, Wikimedia foundation, Wikipedia, collaboration processes, collaborati

12 Short papers: From useful idiocy to activism: a Marxist interpretation of computer develop



Bob Hughes

August 2005

Proceedings of the 4th decennial conference on Critical computing: betwe

Publisher: ACM Press

Full text available: [pdf\(256.19 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Baran and Sweezy's 1966 study of U.S. capitalism [2] argued that its fundamental problem is n of surplus to rise" --- from which it has been rescued by wars, by "epoch-making innovations", Luxemburg [12] showed that capitalism is unsustainable without the unacknowledged support c analyses seem to explain a great deal about today's, capitalist IT industries.

Keywords: Marxism, capitalism, computers, economic surplus, electronics, marketing, sales ef

13 An analysis of user input to an X.500 white pages directory service

Paul Barker

April 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 2

Publisher: IEEE Press

Full text available: [pdf\(1.68 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

14 Children and information visualization technologies



Karen G. Schneider

September 1996 **interactions**, Volume 3 Issue 5

Publisher: ACM Press

Full text available: [pdf\(764.85 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

15 Video demonstrations: augmenting reality: Bridging physical and virtual worlds with tagged



Beverly L. Harrison, Kenneth P. Fishkin, Anuj Gujar, Dmitriy Portnov, Roy Want

May 1999 **CHI '99 extended abstracts on Human factors in computing systems CHI '9**

Publisher: ACM Press

Full text available: [pdf\(239.67 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

A compelling and provocative vision of the future was presented in Pierre Wellner's video and a office tools such as pens, erasers, books, and paper were seamlessly integrated (or at least alr augmentation and virtual tools, using projection and image processing. His work, and now our i and [1, 3, 5]), are directed at more seamlessly bridging the gulf between physical and virtu ...

Keywords: RFID tag, augmented reality,, phicon, physical UI, tangible interface, ubiquitous cor

16 Supporting exploratory search: Find that photo!: interface strategies to annotate, browse, a



Ben Shneiderman, Benjamin B. Bederson, Steven M. Drucker

April 2006 **Communications of the ACM**, Volume 49 Issue 4

Publisher: ACM Press

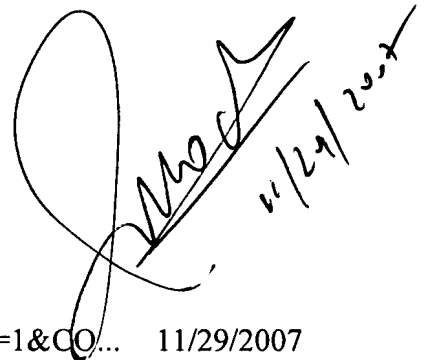
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